

SPIKEFEST TOURNAMENT RULES



Adult Divisions: Men's, Women's, Co-Ed
Adult Formats: 3-on-3 and 5-on-5
Adult Level: Open, A, BB, B

Masters Division
Masters Format: 3-on-3
Masters Level: Ages 35-45 and 45 plus

Junior Divisions: Boys, Girls
Junior Format: 3-on-3
Junior Level: Ages 12-18

ROSTER: 3-on-3 teams may have 1 sub. 5-on-5 teams may have 1 sub.

UNIFORMS: Uniforms are not required. This is outdoor Grass Volleyball, have FUN!

TOURNEY FORMAT: Round robin format with Double Elimination Playoffs.

GAME/MATCH FORMAT: Saturday (pool play) matches will consist of 2 games. Sunday (bracket play) matches will be best 2 out of 3. See "Scoring" section below for scoring for each game. Teams will be allowed a 5-minute shared warm up at the beginning of each match. Within a pool and after the first match, matches (warm-up) will begin immediately upon the conclusion of the match prior. See website for Tie-Breaking Procedures.

FORFEIT RULE: A ten minute forfeit rule is in effect for all games. After ten minutes the game will be forfeited. The tournament director may extend leniency where extenuating circumstances exist. A team may play with two players in the 3-on-3 division, and a team may play with three players in the 5-on-5 division.

TIME OUTS: Each team is allowed (2) :30 timeouts per game with the clock running. Time out may be called prior to server receiving ball on either side of court (between plays).

REFEREE ASSIGNMENTS: Spikefest teams officiate each other's games to keep things clean and fair. Each team in the tournament is responsible for officiating assigned games in their pool as assigned on their pool bracket sheet. Delaying a referee assignment will result in the loss of one point per minute for that team's next played game. Missing a referee assignment altogether will result in a one game deficit for their next scheduled match. During referee assignments, each team will provide a minimum of one referee. The officiating team must turn in the score sheet after the game is over to the Scoreboard Tent.

GAME START: Each match will begin with a coin toss to determine right to serve or to receive the serve or choice of side. Teams will change sides every 10 points scored (total between both teams).

SERVICE: Server rotation is required. Teams may not attack a serve. The service line is the back end line on both sides of the court and runs the length of the end line. No screening is allowed, (blocking path of vision to the server). The ball may touch the net on serve as long as it goes over the net.

SERVICE RECEIVE: Players may "Double Contact" while playing the ball with their hands ONLY on the 1st contact if each rally (serve receive or defense) and the attempt is made in one motion.

SCORING: Rally scoring is in effect for all games. Saturday (pool play) matches will consist of: 4-team pools will play two (2) sets to 30 points, 5-team pools will play two (2) sets to 25 points, 6-team pools will play two (2) sets to 20 points. Teams must win by 2 points (No Cap). Sunday (bracket play) will consist of the best two out of three games wins the match. If a third game is necessary, it will be played to 15 points (switch sides every 5th point). In order to provide a smooth and timely event the tournament director may change the game format if necessary.

ROTATION: Player position rotation is mandatory only in 5on5 play.

SUBSTITUTIONS: Can be made at any dead ball during team's possession of service and at the server's position.

BALL IN PLAY: Each team has three hits at the ball before the ball returns to opposing team's side of the court; hits include intentional and unintentional hits of the ball. A player may not contact the ball two times in a row. Two players may touch the ball at the same time; and is considered one contact.

BLOCKING CONTACT: A blocking contact is NOT counted as a team hit in 3-on-3 and 5-on-5. The ball must break the plane of the net before attacking ball.

THE BALL IS OUT: When the ball hits the ground, touches an object outside of the court, touches the poles or support ropes.

SPECIAL CO-ED RULES: In 3-on-3 format, one female must be on the court at all times. In 5-on-5 format, two females must be on the court at all times. In both formats if the ball is touched more than once, a female must contact the ball before the ball is returned to the opposite side.

FOOTWEAR POLICY: Players may not wear cleats or spikes of any kind. Players may play barefoot.

ROSTER CHANGES: Teams may change roster up until their first game time at the scoreboard tent by filling out roster change forms. No changes may be made after the team has played its first scheduled game. Teams may substitute for seriously injured players who have been diagnosed by the first aid staff on site. All changes to roster must be approved by tournament director staff.

TOURNAMENT STAFF: Have final say on all tournament matters, and may modify rules if necessary.

WEATHER: Playing conditions will be approved, delayed, or cancelled by the tournament staff.

ALCOHOL: No alcohol is permitted on site unless provided by Event Concessionaire and consumed in designated areas.

PETS: No pets are allowed on site for the safety of all players and spectators.

TENTS: Tents and shade canopies are allowed on site, only in allowed areas. Tents are not to exceed a size of 10'x10' and cannot have logos on top of the canopy.

USAV Outdoor Rules apply if not stated above.

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SPIKEFEST TIE-BREAKING PROCEDURES

Seeding for Sunday playoffs will be decided based on Game Percentage (games won divided by total games played) of Saturdays pool results.

If at the end of pool play, there are two or more teams with the same game percentage, we will follow the below tie-breaking procedures

Go to the scenario below that best fits your pool's situation...

TWO (2) TEAMS TIED AND TWO (2) ADVANCING SPOTS REMAINING:

1. No Playoff
2. If one of the teams won both games between the two teams, the winning team receives the higher seed.
3. Point Differential (points for minus points against) will determine the higher seed.
4. If Point Differential is tied, coin flip.

TWO (2) TEAMS TIED AND ONE (1) ADVANCING SPOT REMAINING:

1. If one of the teams won both games between the two teams, the winning team will advance.
2. If the two teams split head-to-head games, they will play a 15 point tie-breaker game (winner advances).

THREE (3) TEAMS TIED AND THREE (3) ADVANCING SPOTS REMAINING:

1. No Playoff
2. Point Differential (points for minus points against) will determine the higher seed.
3. If Point Differential is tied, coin flip.

THREE (3) TEAMS TIED AND TWO (2) ADVANCING SPOTS REMAINING:

1. One (1) tie-breaker game will be played
2. Point Differential (points for minus points against) will be used to determine the higher seed. The team with the largest Point Differential will advance without playing a tie-breaker match and will referee the tie-breaker game to 15 points between the two remaining teams.
3. The teams with the two lower Point Differentials will play a 15 point tie-breaker game for the last remaining advancing spot.

Three (3) teams tied AND one (1) advancing spot remaining:

1. Two (2) tie-breaker games will be played
2. Point Differential (points for minus points against) will be used to seed the teams for the tie-breaker.
3. The two (2) teams with the lowest Point Differential will play a 15 point game first and the higher seeded team will referee the game.
4. A second tie-breaker game will be played for the remaining advancing spot between the winner of the first tie-breaker game and the higher seeded team. The losing team of the first tie-breaker game will referee the second game to 15 points. The winner of the 2nd game will advance to Sunday.

GAME PERCENTAGE: (games won) / (total games played)

POINT DIFFERENTIAL: (points won) – (points lost) ... over the entire pool